

RUNNING “HERE THERE BE MONSTERS” IN EBERRON

by Keith Baker

About The Isle of Dread

The continent of Sarlona was the cradle of human civilization. Long before humanity came to Khorvaire, a host of nations flourished across Sarlona. Prior to the coming of the Inspired, one of the mightiest kingdoms in Sarlona was the nation of Khunan, a realm advanced in the arts of war and magic. The Isle of Dread was claimed by a mage lord of Khunan, and 1800 years ago he established the city-state of Thanaclan upon it. For 300 years Thanaclan prospered, trading with the first of the Lhazaar princes and the people of the south. But Khunan was one of the first nations to fall in the Sundering, and as the nations of Sarlona turned on one another, no one noticed when Thanaclan fell prey to the savage tide.

The people of Khorvaire have forgotten the history of their ancestors, and few recall Khunan or its colonies. If a character makes a successful DC 20 Knowledge (history) check, he knows that the island was a colony of a powerful Sarlonan kingdom, and that it fell during the Sundering (the extended wars that ended with the rise of Riedra). If he makes a DC 25 check, he knows that the kingdom of Khunan was renowned for its skill with arcane magic, that it was said the princes of Khunan were actually serpentfolk masquerading as humans, and that while Khunan was destroyed during the Sundering, there is no actual record of this colony of Thanaclan being involved in the wars.

As such, “Olman” should be replaced with “Khunani,” beyond this change, however, the island can remain intact.

The Araneas

Born in the underdark, the araneas occasionally emerge from the depths to settle in the deep jungles of Eberron. They are rarely seen in Khorvaire, though a bard may have heard tales of the mysterious spiderfolk in the jungles of Q’barra; this requires a DC 25 Knowledge (dungeoneering) or bardic knowledge check. With a successful check, a character recognizes the signs suggesting Lithira’s true nature. In these stories, the araneas are unpredictable, as likely to side with the lizardfolk of Q’barra as the humans, but not especially evil or treacherous.

Gods of Death

Mictlantecutli is the Olman god of Death and Undeath, represented by the skeleton of a human or hound wreathed in a coiled snake. In EBERRON, Mictlantecutli is a

Khunan interpretation of the Keeper, represented by the skeleton of a human or dragon wreathed by a serpent. The serpent is a common theme in the architecture of Khunan, a reflection of the yuan-ti who secretly dominated the kingdom.

Teonahwanhi’s Repose

While the majority of the people of Khunan and Thanaclan were human, many positions of power were held by yuan-ti. Should a PC closely examine Teonahwanhi’s skeleton, he notices that the skull has prominent fangs, is slightly flat, and contains eye sockets that seem to be the wrong shape. Overall, there is a slightly serpentine feel to it.

Olangru, Bringer of Pain

The greatest threat in “Here There Be Monsters” is the demon Olangru. As described in the earlier conversion notes, Olangru is a native outsider, spawned by Khyber in the Age of Demons. A wretched creature that thrives on the pain of others, he was driven from the inner realm of Demogorgon in the wake of the last savage tide. He turned to the Lords of Dust for shelter, but was rejected by the rakshasas; now he searches for a way to regain the favor of his demon lord. When Olangru and his mates are encountered, a DC 20 Knowledge (the planes) check identifies the creatures as native fiends of Khyber.

The Shrine to Demogorgon

Eventually the PCs encounter the image of Demogorgon. The demon prince is not well known on Eberron, and few people will recognize him as anything more than a frightful beast. However, Knowledge skills can come to the rescue. Knowledge (the planes) is the critical skill, but at the DM’s discretion, a character could be allowed to gain the following information with a successful Knowledge (religion) or bardic knowledge check, albeit with a –5 penalty to the check.

Knowledge (The Planes)

DC 10: This creature looks like some sort of demon, but it doesn’t match any extraplanar fiend you are familiar with.

DC 15: This isn’t an extraplanar demon; it is a child of Khyber, one of the fiends of the first age.

DC 20: This is Demogorgon, one of the princes of the first age. The rakshasas are the most numerous of the fiends spawned by Khyber, but they weren’t the only children of the Dragon Below. Demogorgon was a lesser

lord of the Age of Demons—less powerful than the Overlords, but more powerful than any rakshasa. Demogorgon was said to be a hateful spirit of corruption and chaos, much feared by the dragons who fought him.

DC 25: A few myths suggest that Demogorgon escaped the bonds that bound the mighty rajahs. Rather than allying with the surviving rakshasas, the demon prince retreated into his realm in Khyber, a demiplane of pure chaos and evil. His ability to influence the world is limited, but he still hungers for vengeance on the world above.

A character who gets a result of 20 or more is familiar with the theory that Khyber actually includes a host of demiplanes, worlds within the world reflecting the vile nature of the Dragon Below. It is difficult to travel between the surface of Eberron and these demiplanes; this reflects the myth of Eberron binding Khyber within her coils. However, legends state that there are paths that connect to these inner worlds. With a check of 25 or higher, a PC recognizes that the Lemorian Golem is designed to serve as a channel between the realms, allowing the powers of the Abyss of Khyber to focus on the world above. 🐉

RUNNING "HERE THERE BE MONSTERS" IN THE FORGOTTEN REALMS

by Eric L. Boyd

Conversion notes for the Great Sea (Vohoun Ocean/Pearl Sea), Tashluta (Sasserine), the long-forgotten Maztican forbears of Thanaculan (Olman Empire), and the placement of the Isle of Dread are given in earlier Realms conversion sidebars.

The ancient Maztican (Olman) pantheon differed from the modern Maztican pantheon. Mictlantecuhтли was a member of this older pantheon.

SAVAGE TIDINGS: DREAD ON THE ISLE

Conversion notes for the Maztican (Olman) culture and the Payit (Olman) language are given in earlier Realms conversion sidebars.

ECOLOGY OF THE ISLE OF DREAD

Conversion notes for the Maztican (Olman) culture are given in earlier Realms conversion sidebars. Other minor changes include Faerûn (the Flanaess) and Mielikki (Ehlonna).

The ancient Maztican (Olman) pantheon differed from the modern Maztican pantheon. Camazotz was a member of this older pantheon. 🐉